

BEZERK

Bezerk is a games program written for the VZ200/300. The idea is that when in playing mode you move a dot around the screen running through the red dots. If you do not reach the red dots in time and you touch them they will turn yellow and you *die!* Do not touch the walls or anything yellow. At the end of the game you will be given a bonus point for every red dot you ran over.

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0 DATA243,1,100,0,33,20,0,205,92,52,201: CLEAR200
1 FORI=31052T031068: READA: POKE1,A: NEXT: POKE30062,82: POKE30063,121
10 DATA0,A,K,L: FORX=1T04: READA(X): NEXT
11 DATA18,4,14,4,13,2,11,2,13,2,14,3,11,7,8,2,13,2,11,2,8,2
12 DATA11,1,11,1,13,2,8,2,13,2,11,2,8,2,11,1,11,1,13,2
14 DATA13,2,18,2,16,2,13,2,16,1,16,1,18,2,13,2,18,2,16,2,13,2
15 DATA16,1,16,1,18,2,15,2,20,2,18,2,15,2,18,1,18,2,20,2
17 DATA13,2,18,2,16,2,13,2,16,1,16,1,18,2
18 DATA8,2,13,2,11,2,8,2,11,1,11,1,13,2
50 '
52 DIMSD(56),SF(56): DIMH(100): FORI=1T056: READSF(I),SD(I): NEXT
60 FORI=1T010: FORY=1T05: READA(I,Y): NEXT: NEXT
69 CLS: PRINTTAB(13)"BEZERK": HP=1
70 PRINT@32,"DO CHANGE KEYS OR C$TART GAME": SP=8: GOT05000
71 GOSUB2000: IFA#="S" THEN200ELSEIFA#="I" THEN7000
72 IFA#<>"C" THEN71ELSE1000
73 PRINT@96,"UP - "A$(1): PRINT"DOWN - "A$(2): PRINT"LEFT - "A$(3)
74 PRINT"RIGHT - "A$(4): GOT071
200 X=USR(0): MODE(1): FORX=29T096: SET(X,5): SET(X,42): NEXT
210 FORY=5T042: SET(29,Y): SET(28,Y): SET(96,Y): SET(97,Y): NEXT: ML=0
211 GOSUB3900
210 TD=0: X=62: Y=22: IY=0: IX=1: P(0,0)=0: P(0,1)=22: PT=0: T=-1: PH=0
211 DC=0: TN=RND(40): GOT0510
410 XR=RND(16)+7: YR=RND(37)+5: XY=32*YR+XR+28672
420 IFPEEK(XY)>0ORPEEK(XY+1)>0 THEN410
430 V=RND(9): T=INT(400/V): TC=0: TH=-1: POKEYY,255
510 A$=INKEY$: IFA#="" THEN520ELSEIFA#=A$(1) THENIY=-1: IX=0: GOT0520
511 IFA#=A$(2) THENIY=1: IX=0: GOT0520
512 IFA#=A$(3) THENIY=0: IX=-1: GOT0520
513 IFA#=A$(4) THENIY=0: IX=1
520 X=X+IX: Y=Y+IY: IFPOINT(X,Y)>1 THEN570
521 POKE31060,30: POKE31063,1: S=USR(0)
520 RESET(PT,PH): SET(X,Y): PT=X: PH=Y
550 TC=TC+1: IFTC=TT THEN410ELSE510
560 TD=TD+1: IFTD=TN THEN410ELSE510
570 IFPOINT(X,Y)=4 THEN910ELSEG=G+1: WT=WT+ML
580 FORX=1T0HP: ML=ML+1: GOSUB3900: POKEH(X),0: S=USR(0): NEXT
590 FORI=1T07: SOUND$F(I),SD(I): NEXT
610 IFX(300RX)>93ORY(60RY)>41 THENMM="HIT THE WALL": GOT0620
611 M$="HIT A BLOCK"
620 CLS: PRINT"YOU HAVE "MM: PRINT" * * * * * "
700 PRINT"THIS WAS GAME NUMBER"G
710 PRINT"YOUR SCORE WAS-"ML: PRINT"THE AVERAGE SO FAR-"INT(WT/G)
730 PRINT"THE PREVIOUS BEST WAS"W1: IFML>W1 THENW1=ML
736 POKE30777,25: INPUT"ENTER YOUR NAME": SC$: POKE30744,RND(2)-1
737 SC$=LEFT$(SC$,12): SC$=SC$+
740 CLS: POKE30777,25: GOT069
910 POKEYY,85: DC=V: TN=RND(40)+V: TD=0: T=-1: XR=1: ML=ML+V
911 POKE31060,40: FORI=1T02: FORU=1T020STEP3: POKE31063,U: S=USR(0)
912 NEXT: NEXT: GOSUB3900: H(HP)=XY: HP=HP+1: GOT0530
960 POKEYY,95: XR=1: TN=RND(40): TD=0: T=-1: GOT0510
1000 PRINT@96,"UP - "A$(1)
1010 PRINT@128,"DOWN - "A$(2)
1020 PRINT@160,"LEFT - "A$(3)
1030 PRINT@192,"RIGHT - "A$(4)
1040 GOT071
2000 SOUND$F(SP),SD(SP): A$=INKEY$
2010 SP=SP+1: IFSP>56 THENSP=8
2011 IFA#="" THENE#="" : GOT02000
2012 IFA#="B" THEN2000ELSEIFA#="A": RETURN
2020 GOSUB2000: IFINKEY$="Y" ORINKEY$="N" THEN74ELSENEXT: GOT074
3900 SD$=STR$(ML): SD$=RIGHT$(SD$,LEN(SD$)-1): B=28688
3901 FORI=LEN(SD$)T01STEP-1
3902 IFMID$(SD$,I,1)<>MID$(SE$,I,1) THEN3912
3903 B=B+1: NEXT: SE$=SD$: RETURN
3912 C=VAL(MID$(SD$,I,1))+1
3915 FORU=AT04: POKEB+32*U,A(C,U+1): NEXT: GOT03903
4000 DATA252,204,204,204,252
4010 DATA48,240,48,48,252
4020 DATA252,12,252,192,252
4030 DATA252,12,60,12,252
4040 DATA192,192,204,252,12
4050 DATA252,192,252,12,252
4060 DATA252,192,252,204,252
4070 DATA252,12,12,12,12
4080 DATA252,204,252,204,252
4090 DATA252,204,252,12,252
5000 PRINT"OR C$ FOR INSTRUCTIONS"
5001 PRINTTAB(10)" " : FORI=1T010:

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to Decode